

Additional LEGO Rock Raiders LOW-POLYGON 3D Model Submission notes (26 May, 1998)

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Before submitting any Rock Raiders models as finished, please would you check the following points and correct anything missed. It saves time later.

1. Please check your textures and so on according the rules specified in your DDI Artist Guide.
2. Please ensure that ALL objects, textures and the scene files are together in their own unique directory on \\MOTHER\LEGO, wherever appropriate.
3. Any textures that need to have a colour that will appear transparent in game must have their names altered to follow the following pattern;

A001_filename.bmp

Whereby the A001_ means that colour index 001 will appear as transparent. Please note that the colour indices go from 0-255. To find out the colour index, load your texture into Paintshop Pro and select the eyedropper tool. Then move your mouse pointer over the area that you want to be transparent. The colour index is shown in the palette section underneath the RGB values. Hence if this figure shows 187, save your texture filename as A187_filename.bmp.

Also remember to then re-point appropriate scene and object files to point at the now newly named texture, and make sure you update files on mother.

4. Please remember not to move the vehicles around too much away from their basic start position as this may lead to collision problems.
5. Remember that ground is 0 meters on the XZ plane in Lightwave. It should be treated as solid and should not have anything going through it unless the animation demands.
6. Don't include mini-figures in vehicle animations that have cockpits, such as the 'Walker Digger' or 'Bulldozer'
7. Put a 'Null' object in your scenes where you want the front left wheel to appear and name it '**TYRE_NULL**' (making sure to parent this to your main scene null). Clone it three times to create nulls for the other wheels and place them in clockwise order from front-right to rear-left. Test their height off the ground by replacing one of them with a low or high polygon wheel object.
8. Please insert a 'NULL' object into your scenes, called '**CAMERA_NULL**' (making sure to parent this to your main scene null). Place it slightly behind and above, sort of a Tomb-Raider style view. Then clone this null and place it inside the vehicle where you would assume the driver to be. This will be used in game to place the camera when you want to control a vehicle manually when in 1st-person view.
9. Make sure any animations that should flow from one to another have corresponding matching frames. I.e. The last frame of a 'take off' animation is the same as the first 'fly' frame.